## Exhibit A

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sharedPropertyChanged: #backgroundImage mith: aBackground.
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[:topContext i self defaultColor]! !
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Aself propertyAt: #creator put: anAnimatlanObject!
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| backgroundImage: aColarOrPatternOrform
| aBackground |
AnimationElement methodsfor: "accessing" stamp: "min
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ifFolse: [context step]]! [
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Self perform: actionData key]
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ortlon4t: oSymbol (FPresent: oOmatrg8lack (FAbsent: exceptionAction
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'AcimeAngBlock Yolue: (self propertyAt: aSymbol 1fAbsent: [Anil])| !
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propertyat: osymbol ifAbsentPut: walucAction
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Aself class actions at aSyabol (fikasent: exceptionAction
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HBR No Spred:

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[5] -> [self perform; CactionData key) with; ombijact].
[7] -> [self perform; (actionData key) with; asymbol with; ambijact]]}
i: [self defaultChangeAction].
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     "The client will only be dirty if it has changed in appearance."
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[element sharedPropertyChangad: aSymbol with: anObject]]. 1
                                                                                                                                                                                                                                                                                                                                                                                                                                              I hoven't finalized what activity means.
Inactive mans either it doesn't currently respond to
animation activity or it doesn't respond to user input activity."
*(Flactive and: [client !sAnimating])
*(Flactive [sef aspectiongedfor: client]
'(Ffolse: [nil]"
                                                                                                                                                                                                                                                                             !AninationElement methodsFor: 'handling change' stamp: 'm3r
activityChangeaTo: oBaolean
self not/elinplemented.
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  solf narkbirty: self maxYEsIbleArea
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                                                                                                        doPropogate (ffalse: [^self].
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[olenent sharedProperty: aSymbol epdate: aSelector with: anAbject]]].! |
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[1] -> [self perform; (actionData key) with: andbject].
[2] -> [self perform; (actionData key) with: asymbol with: andbject]]
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Eself error: "Wrong number of angs for change action||'].
self perform: actionOmto key]
[fAbsent: [self defuiltChangeAction].
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[self error: "Mrong number of args for change action[1]
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|AnimationElement methodsFor: "Change notification" stamp; 'mBr
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sharedPropertyChanged: oSymbol with: anibject
i doPropogate i
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[element sharedAspectChanged: asymbol]].! !
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, (self perform: aselector with: andbject) iffrue:
[self subelementsDo:
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| doPropagate |
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(fAbsent: [self defoultChangaAction],
doProyagate iffalse: [Aself].
self sibelementsBo:
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[self subelementsDo:
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43R № Saved:

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(visibility _ self salfwisibility) — nil iffrue: [visibility _ sharedwisibility]
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"Restore coveredates to coordinate system before answering."! 1
                                                                                                                                                                                                                                              [ranCoveredArea _ salf nerge: salf draningArea into: salf dirtyArea
                                                                                                                                                                                                                                                                                                                                            [^self merge: clippedyalidarco into: basekreo].
"rawCovercakreo has already filled up the clippedyalidarea.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                          selfCoveredArea _ self_clip; nawCoveredArea by; clippedvalidArea.
CoveredArea _ self mange; selfCoveredArea into: baseArea].
                                             (self doss: basekrea contain: clippedValidarea) ifTrus: [Abasekrea]
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(context _ self context) — nil {ffalse: [context narkDirty]].1 !
                                                                                       "If true, neither I or my subelenents con increase the baseArea
                                                                                                                                                                                                                                                                                                            (self does: ranCoveredArea contain: clippedValidArea) ifTrue:
                                                                                                                                                                                                                                                                                                                                                                                                                so there is no reason to enumerate any subelements."
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iffalse: [dirty nergalntoSelf; anArea clippedBy: bomds]! ;
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(context _ self context) — nil iffalse: [context markbirty]
dirty isboolean
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dirtykrea _ self mergeCoveredAreallth: dirtykrea.
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clip: clippedYalidArea
with: visibility.
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mergeCoveredAreaMitti basebrea clip: clipArea mith; shareaMisibility
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"If true, I and my subelements are completely out of view."
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settraphtes: abisployMediun bounds: aRect
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self
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          setOriginDffsetBy: delto
bounds moveSelfBy: delto negated,
location _ location + delto.| |
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                                                                                                                                                                                                                  super initialize.
bounds _ 060 extent: D80.
location _ 060.
dirty _ false.
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    thy image may have changed because my drawing is shifted as well as the drawing of my subelenents."
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               [self subelenenceDo: [:element | element mark/moovereadsreadirtyInContext]
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             movedriginto: ePoint
"Sets the offset of my local origin from the top left (origin) of my bounds.
All of my substannts are shifted to renain at their sans locations from my
Where the offset of m_f local origin by delta. We subelements locations are adjusted so that they remain aligned to my old pright,"
                                                                                                                                                                                                                                                                                                                  [:olement | element setLocation: element location - delta]; ospectChanged: #coardinateSysten With: dalta].
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                                                                                                          "My image may have changed because my drawing is shifted."
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aspectChunged; Worigin with: delta]
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^888|f actions at: anAspect pet: (self standardChangeSelector >> 8)
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self initializeActions].) |
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ColorWapsDictionary iffill: [ColorWapsDictionary _ Dictionary next]
AcolorWapsDictionary at: (Point x: sradenth y: color) ifAbsentPut;
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colocalorAcpfron: colors forDepth; dstDepth
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A(1 2 32 4 16 8) collect;
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C'instance cremtion' extentidepth: in: on: on:inBowmids:)
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colorApp at: 1 put: 0.
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dstDapth = 32
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correr: SnallInteger naxVal asPeint.
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         (Counter&E methodsFar; 'accessing' stamp: 'n3r
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valum: aValum ifFail; exceptionAction
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'incrementing' decrement increment increment increment: incrementing decrement increment 
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'utllity functions' digitCausbOf;)
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addAction: AcoordinateSystemChangedBy: for: WcoordinateSystem;
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for: #salfVisibility;
for: #salfHilite;
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for: #stepCount;
for: #hvFillRatio;
for: #hvMinBorderGap;
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for: #locationBounds;
for: #location;
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[dyklue > (nax _ self maydulue)] -> [overflowBlack value: dyalue - nax]}
otherwise: [dyalue]| |
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errorifOutofRange: afolue YaluaOwerFlowIncrement: threeArgAnswerBlock
self check; afolue ifNorInRange: [Afolse],
threeArgAnswerBlock value: afolue value: @ value: (afolue - self value).
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I newfalue i
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                newydiùs _ self check: dydlue ifNotInRange: [self value],
threakrgdaswerBlock
value: newydlue value: 0 value: (newYalue - self value)
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[:owerflaw | owerflam > 0
ifTrus: [self max/alue] iffalse: [self ainYalue]].
threshrømswerBlack
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(CounterAE methodsfor: 'tange magping' stamp:
check: aValue ifActInRange: overilomBlock
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digitBounds _ Rectangle orligh; 000 corner; (digitflath 0 nomBounds height),
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self satkatVolue: (παx min: self absoluteKatVolue).
self volue > παx iffrue: [self volue: max].! !
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self setkinvalue: (min min: self absolutekaxvalue).
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Approach = digitCount - 1.

Approach = self getBounds.

width = newBounds width.
                                                                                                        Asalf findPropertyAt: MigitGopRatio ifAbsentAtTopContextPut:
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vgluc/hangedFrom; previousybolue
| remaining range hideteadingZeros notLeadingZeros |
Salf dohnimateValuethange; previousybolue); ffolse: [Afalse].
salf aspectChanged.
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boundschanged,
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gopHidth _ midth - totalDigitHidth // gapCount.
renaining _ midth - totalDigitHidth - (papHidth * gapCount),
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i digittoumt gapCount newBounds width midthNnit algitMidth
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x _ ((renaining / 2) + 0.499) truncated + origin x,
dx _ digitHiddh + gapHidth.
                               |DigitCounterAE methodiFor: 'accessing' stamp: 'm3r
digitGopRatio
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                                                                                                                                           [:topContaxt | self defaultDigitGopRatio]| |
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[:topContext | self defaultSegmentLMratio]
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[:topContext | self defaultTipLWratio]
                                                                                                                                                            !CounterAE methodsfor: "FD display profiling" stamp: "min
segmentlimatio: aRutio
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iffrues [((anInteger log: 10) + 1) truncated
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self tipANratio - aRatio ifTrue: [Aself]
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Afself on: anAninationElement) buildDigits: count ofType: abigitClass! !
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('defaults' defaultbigitClass)
('xxx' digitCount: digits: new:digitCount: new:digitCount:in: new:digits: new:digits;in:)
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defailtDigt&GopBatto
+0.1257 |
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|Promesequence reorgenize|
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iffolse: [points at: (aMurber asUnitIndexIn: pointStaps) + 1]
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iffolse: [forms at: (alkinber asUnitIndaxIn: formSbeps) + 1]
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   setBointer; potatsAnroy forms; formsAnroy size - 1) = 0
points = (pointsAnroy ets. 1) (Ffalse: [pointsAnroy].
ffrus: [fointsAnroy ets. 1] (Ffalse: [pointsAnroy].
forts _ (fointsAnroy ets. 1) (Ffalse: [formsAnroy]. 1)
          roaprofila _ self new initialize: ananimationElemant.
romProfile extent > (000) | fFalse: [Anil].
Aself factory(lass buildOn: romProfile
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ifficus: [Array with: forms]
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(ffolse: [points at: 1])
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('accessing' clearAllProfiles clearProfiles factoryClass profileFor:)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             IDISPIQYProfile nethodsFor: 'coloulating extent' starp: 'n3d-
setExtentFron: andminationElenent
| extent elenentWidth elementHeight hwillRatio hwilnBorderGop |
extent andminationElenent extent.
elementWidth _ extent x.
elementWidth _ extent y.
hvFillRatio _ andminationElement hvFillRatio.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                width _ (width * hvFillRatto x) rounded.
height _ (height * hvFillRatto y) rounded.
nidth _ (alementRidth - width) > hwinBanderGap x
ifTrue: Inflail ifFalse: [width - hwinBanderGap x].
height _ (alementheight - height) > hwinBanderGap x];
ifTrue: [height] ifFalse: (height - hwinBanderGap y];
ifTrue: [height] ifFalse: (height - hwinBanderGap y].
                                                                                                                                                                                                                                                                       hash _ soif class hash.
{depth. width, height. frameCount} do:
[:nniber | hash _ (hash bitShift: 2) bitXor: number].
Ahashi i
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profilefori arknimationElement
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ibisployProfile nethodsFor: "comparing" stamp: "m3r
                                                                                                                                                                                                                                  DisplayProfile methodsFor: "comparing" stamp: "m3r
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fransCount _ andninationElement fransCount.|
                                                            width - aprofile width (Malsa: [Afalsa].
thight - aprofile beignt iffalsa: [Afalsa]
depth - aprofile depth (Malsa; [Afalsa].
Afanacautt - aprofile framacautt i
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DisplayProfile allSubclassesDo:
[:class i class clearProfiles]| |
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Asalf factoryClass clearProfiles! |
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| extent |
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KBR Nų Seved:

asUnitIndaxIn; onIntegenRange self subclassResponsibility.I I PAGE 32/38 \* RCVD AT 8/3/2004 7:40:33 PM [Eastern Daylight Time] \* SVR:USPTO-EFXRF-1/1 \* DNIS:8729306 \* CSID:8585520095 \* DURATION (mm-ss):11-38

|Fraction mothodsfor: 'Numericon support' stamp: 'mār asunitindakin: amintegerfanna \*/denmintator = amintegerfanna ifTrus: [commercion] iffalse: [salf asfloot]) osknitindakin: amintegerfanna

(Fraction methodsFor: 'Numericon support' starp: 'mar Praction nethodsfor: "Numerican support' stamp: 'm3r NUMBER of Contract - 1.1

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NBR FD
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Page 1 of 6

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From Squeak 2.3
   DisplayProfile variableSubclass: #FDDisplayProfile
          instanceVariableMames: 'segmentLWratio tipLWratio '
  InstancevariableNemes: segmentimento tipinentio classvariableNemes: '
poolDictionaries: '
category: 'Numerican-FoldingDigits'!
DisplayProfileFactory subclass: #FOOtsplayProfileFactory

          instanceVariableNames: 'anchorlongth segmentLangth segmentWidth tipGop tiple classVariableNames: ''
  poolDictionaries: "'
category: "Mumericon-FoldingDigits"|
AnimationElement subclass: #FDSegmentAE
          instanceVariableNames: 'positionMove anchor sequence'
          classVariobleNames: 1
          poolDictionories: "
  poolDictionories: "
category: 'Numericon-FoldingDigits' |
DigitAE subclass: #FoldingDigitAE
instanceVariableNames: 'transition displayProfile staticGraphics compositeGraphics compositeGraphics
  IFDDLsplayProfile methodsFor: 'accessing' stamp: 'mdr
  anchorSequencePairAt: aPosttionNove
Aself frameSequenceAt: aPositionNove.!!
  IFODisplayProfile acthodsFor: 'accessing' stamp: 'a3r.
   anchorSequencePairs: anAssociation
         self frameSequences: anAssociation. | !
  IFDDisplayProfile methodsfor: 'accessing' stamp: 'mir segmentFilRatio
         Aself defaultSegmentFillRatio( )
  IFDDisplayProfile methodsFor: 'accessing' stomp: 'mar
  scopentiWratio
          ^segmentL#ratle[ |
  IFOOisplayProfile methodsfor: 'accessing' stamp: 'm3r
         ^tipl#ratio||
  !FDDisplayProfile methodsFor: 'comparing' stame: 'm3r.
         super = aProfile ifFalse; [^false].
segmentLMratio = aProfile segmentLMratio ifFalse; [^false].
         ^tiplWrutio - aProfile tiplWratio
 !FDDisplayProfile methodsFor: 'comparing' stomp: 'm@r
  cal dlash
         hash _ super colchash,
          (segmentLWratio, tipLWratio) do:
         [:ratio | hash _ (hash bitShift: 2) bltXor: ratio hash].
 'I distance slipConter delta pap 1
         distance _ 2 sqrt / 2.
        stature _ 2 sqrt / 2.

slipCenter _ 1 - (2 sqrt / 4).

delta _ distance - slipCenter.

gop _ (2 * delta squared) sqrt.

^1 - (2 * gap) *
  IFDDisplayProfile methodsFor: 'private' stamp: 'm3r
 initialize: oDigitCounter
        super initialize: aDigitCounter.
SegmentL@ratio _ aDigitCounter segmentL@ratio.
         tipi.Wrotio _ aDigitCounter tipi.Wratio.
 !FDDLsplayProfile class methodsFor: 'accessing' stamp: 'm3r
        AFDDisplayProfileFactory
Smalltalk renameClossNamed: #FDOPFactory as: #FDOIsplayProfileFactory!
IFDDisplayProfileFactory reorganizel
("building" build calcAnchorPositions calcFrameSequences calcOffsetsLists colcR
   'colculating extent' colcExtent calcHeightFromConstrainedMidth: calcWidthFromC
('colculating segment forms' calcisegmentForm: calciringleForm:)
('storing sequences' storeSequencesFor:points:forms: storeUniqueRotations store
```

```
('old' calclamonicalSegmentForm: calcSegmentForm:depth: calcSmoothTriangleForm:
 !FDDisplayProfileFactory methodsFor: 'building' stemp: 'a3r
 build
        ^self
              colcSegmentDimensions;
               colcAnchorPositions:
               calcitatettenPath:
               calcSegmentForms;
               colcoffsetsLists;
               colofromeSequences;
               displayProfile( )
 IFDDisplayProfileFactory methodsFor: 'building' stomp: 'm3r
               horfositions
       I holfAnchorLength topEdgo leftEdge centerX rightEdge mldTop mlddle midBottom bottomEdge I
        halfAnchorLength _ anchorLength / 2.
       topEdga _ leftEdge _ segmentWidth / 2.
canterX _ leftEdge + halfAnchorLength.
rightEdge _ leftEdge + anchorLength.
       andTop _ topEdgg + hglfAnchorLength.
       middle _ topEdge + anchorLength.
midBottom _ middle + balfAnchorLength.
        bottomEdge _ middle + anchorLength.
       (nomedAnchors _ IdentityDictionary now: 15)
at: #A put: (centerX & topEdge) truncated;
at: #B put: (rightEdge & midTop) truncated;
at: #C put: (rightEdge & midTop) truncated;
at: #D put: (centerX & bottomEdge) truncated;
at: #E put: (leftEdge & midBottom) truncated;
at: #F put: (leftEdge & midTop) truncated;
at: #G put: (centerX & middle) truncated;
at: #G put: (centerX & middle) truncated;
at: #Go put: (centerX & middle) truncated;
             at: So put: (centerX 0 middle) truncated;

at: %do put: (centerX 0 middle) truncated;

at: %do put: (centerX 0 middle) truncated;

at: %topleft put: (leftEdge 0 topEdge) truncated;

at: %topRight put: (leftEdge 0 middle) truncated;

at: %middleLeft put: (leftEdge 0 middle) truncated;

at: %middleLeft put: (leftEdge 0 middle) truncated;
             at: AmiddleRight put; (rightEdge @ middle) truncated; at: AbattomLeft put; (leftEdge @ bottomEdge) truncated;
             at: #bottomRight put: (rightEdge @ bottomEdge) truncated;
             vourself.
      segmentAnchors _ #(topLeft topRight middleRight widdleLeft
                                     middleLeft middleRight bottomRight bottomLeft)
                                              collect: [:key | namedAnchors at: key].! |
IFDDisplayProfileFactory methodsFor: 'building' stamp: 'm3
calcFrameSequences
      | stepCount startIndex dynamicFormsLists staticFormsLists zeroList |
      stepCount _ profile stepCount.
anchorSequencePairs _ IdentityDictionary new: 44.
               '8 segments * 5 movement types + 4 special moves"
      dynamicFormsLists
                                          _ (0 to: 3) collect:
      [:quadrant | startIndex _ quodrant * stepCount * 1.
forms copyFrom: startIndex to: startIndex + stepCount].
startInformsLists _ dynamicFormsLists collect: [:list | list copyFrom: 1 to: :
       zeroList _ {{000}}.
            storeSequencesFor: 'rotateFrom' points: zeroList forms: dynamicFormsLists storeSequencesFor: 'slipFrom' points: deceleratingDLU forms: dynamicForm storeSequencesFor: 'pushFrom' points: deceleratingDLUR forms: staticForm: storeSequencesFor: 'pullFrom' points: acceleratingDLUR forms: staticForm: storeSequencesFor: 'moveFrom' points: linearDLUR forms: staticFormsLists; storeSequencesFor: *static points: zeroList forms: staticFormsLists; storeSequencesFor: *static points: zeroList forms: staticFormsLists;
            storeUniqueSpins;
            storoUniqueRotations:
            yourself.
     profile anchorSequencePairs: anchorSequencePairs, | |
!FODLsplayProfileFoctory methodsFor: 'building' stamp: 'mar calcOffsetsLists
      ? frameCount accelerating decelerating linear form anchor steps directions !
                Count _ profile frameCount
     accelerating _ Array nom: frameCount.
decelerating _ Array nom: frameCount.
linear _ Array nom: frameCount.
steps _ frameCount - 1.
```

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```

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```
1 to: frameCount do:
                                                                                                                                                                                                  segment#idth _ width / (rotioConst + 1).
                                                                                                                                                                                                segmentMidth _ width / (rotioConst + 1).
segmentWidth _ segmentWidth roundToOdd.
midtorlougth _ width - segmentWidth.
nosMisight _ 2 " anchorlougth + segmentWidth.
(delta _ nosMisight - profile height) > 0 iffrue:
[anchorlougth _ anchorlougth - delta.
nosMisight _ 2 " anchorlougth + segmentWidth],
profile height: nosMisight.
                 [:index | form _ forms at: index.
anchor _ form extent + (form offset * 2) - (101).
                 accelerating at: index put; (anchorLength - anchor x).
                 ducal erating at: index put: anchor y.
linear at: index put: (anchor/length * (index - 1) / steps) rounded].
          directions _ {001. -100. 00-1. 100}.
          decelerating DLUR _ directions collect: [:direction | direction = accelerating decelerating DLUR _ directions collect: [:direction | direction = decelerating linear DLUR _ directions collect: [:direction | direction = linear].
                                                                                                                                                                                          !FDDIsplayProfileFoctory methodsFor: 'colculating extent' stamp: 'mar colculating extent' stamp: 'mar colculating extent' stamp: 'mar
          deceleratingRDLU _Arroy new: deceleratingDLUR size.
daceleratingRDLU atall: #(2 3 4 1) putall: deceleratingDLUR.! !
                                                                                                                                                                                                  I height newfildtb delta I
                                                                                                                                                                                                 height profile height.

segmentHidth height / (2 * ratioConst + 1).

segmentHidth _ segmentHidth roundToOdd.

anchorLength _ ((height - segmentHidth) / 2) truncated.

newMidth _ anchorLength + segmentHidth) / 6.572....
  !FDDisplayProfileFactory methodsFor: 'building' stomp: 'm3rcolcRotationPath
          l y2xArc stepCount frameCount y2xArcPoints stream point offset I
        YZMARC _ Arc now center: 0.060,0 rodius: anchorLength quadrant: 4.
stepCount _ profile stepCount.
                                                                                                                                                                                                 (daltd _ newWidth - profile width) > 0 iffrue:
[conchorlength _ onchorlength = deltor.
nowWidth _ onchorlength + segmentWidth].
profile width: newWidth. | |
        fromaCount _ stepCount + 1.
y2xArcPoints _ (y2xArc asLinearFit: frameCount) points.
        pathPoints _ Array hem: (stepCount = 4).

Stream _ WriteStream an: pathPoints.

frameCount to: 2 by: -1 do:

_ C:index ! stream nextPut: (yZxArcPoints at: index)].
                                                                                                                                                                                          IFDOLsplayProfileFactory methodsFor: 'colculating segment forms' stamp: 'mix
                                                                                                                                                                                          cal Segment Form: scale
| segMalf Width segMath segTiplength
                                                                                                                                                                                                   topRightTriangleForm topLoftTriangleForm
        1 to: StepCount do:
                                                                                                                                                                                                   bottomilghtTriangleForm bottomLeftTriangleForm
        [:index | point _ (y2xArcPoints at: index).

stream nextPut: (0 - point x) @ (point y)],

offset _ stepCount * 2.
                                                                                                                                                                                                   rightTipBase I
                                                                                                                                                                                                segMidth _ segmentWidth * scale.
segMalfWidth _ segMidth / 2.
segLength _ segmentLength * scale.
segTipLength _ tipLength * scale.
        1 to: offset do;
                [:index | point _ pathPoints at: index.
                pathPoints
                                                                                                                                                                                                topRightTriangleForm _ self calcTriangleForm: segTiplength @ segHolfWidth.
topLeftTriangleForm _ topRightTriangleForm flipBy: MortZontal.
bottomRightTriangleForm _ topRightTriangleForm flipBy: Evertical.
bottomReftTriangleForm _ topLeftTriangleForm flipBy: Evertical.
                       at: index + offset
                       put: (0 - point x) 8 (0 - point y)]. | |
 IFDDisplayProfileFactory methodsFor: 'building' stamp: 'm3r
 colcingmentDimensions

tipLongth _ (segmentWidth * profile tipLWrotio) rounded,

tipCop _ (anchorLength * (1 - profile segmentFillRatio) / 2) truncated + 1.

segmentLength _ anchorLength * (2 * tipCop) - 1.! |
                                                                                                                                                                                                   ightTlp8ase _ segLength - scgTipLength.
                                                                                                                                                                                                 (GraphicsContext on: (Form extent: seglength & seg#Lifth))
                                                                                                                                                                                                        fillBlock;
                                                                                                                                                                                                        display: topLeftTriangleForm at: 000;
display: bottomLeftTriangleForm at: 0 0 segMalfMidth;
 IFODisplayProfileFactory methodsFor: 'building' stamp: 'm3r
 cal Cagnent Forus
i bazeAngle scale uniqueCount totalCount angle
                                                                                                                                                                                                       display: topRightTriangleForm at: rightTipBase @ 0;
display: bottomRightTriangleForm at: rightTipBase @ seqHalfWidth;
       consider sente our control of the sentence of the consideration of the sentence of the sentenc
                                                                                                                                                                                         IFPOisplayProfileFactory methodsFor: 'calculating segment forms' stamp: 'm3r
                                                                                                                                                                                         calcTriangleForm: extent
        uniqueCount _ 2 * profile stepCount.
                                                                                                                                                                                               1 g ratio ling x |
g _ GraphicsContext extent: extent rounded depth: 1.
        totalCount _ uniqueCount * Z + 1.
fortus _ Array new: totalCount.
                                                                                                                                                                                                ling _ Line new.
                                                                                                                                                                                               ratio_ extent x / extent y.
0 to: extent y - 1 do;
[:y | x _ (y * ratio) rounded + 1.
line from: 0 @ y to: x @ y.
        1 to: umiqueCount do:
               [:index | angle _ baseAngle * (index - 1).
               SegmentForm _ scole = 1
                       iffrue: [rotatedForm _ canonical SegmentForm
                                                                                                                                                                                                 g display: line].
^g form!!
                                      rotateBy: angle magnify: (1 / smoothingScale) smoothing: 2. rotatedForm triaTcPixelValue: 1 orNot; false.]
                      iffalse: [rotatedForm _ canonicalSegmentForm rotatedForm _ canonicalSegmentForm rotatedForm _ rotatedForm trimToPixelValue: 1 arNot: false. rotatedForm shrinkAndSmoothBy; scale].
                                                                                                                                                                                        !FDDLsplayProfileFoctory methodsfor: 'storing sequences' stomp: 'mar
storeSequencesFor: action points: pointsLists forms; formsLists
FoldingDigitAE segmentNames withIndexDo;
                                                                                                                                                                                                              at: (botion — estatic

out: (botion — estatic

out: (botion — estatic
               forms
                      at: index put: segmentForm;
                                                                                                                                                                                                                              iffrue: [(segmentHome at: 1) asSymbol]
                       ot: index + uniqueCount put: segmentForm copy).
                                                                                                                                                                                                              ifFalse: [(action , segmentName) asSymbol])
put: (segmentAnchors at: index) ->
       pathPoints withIndexDo:
                                                                                                                                                                                                                             (FrameSequence
               [canchor :index | segmentForm _ forms of: index.
segmentForm offset: ((anchor - segmentForm extent) / 2) ceiling].
                                                                                                                                                                                                                                    points: (pointsLists atMrap: index)
                                                                                                                                                                                                                                      forms; (formslists attlrap: index))].
        forms at: totalCount put: (forms at: 1).!!
IFDDisplayProfileFactory methodsFor: 'calculating extent' stamp: 'm3r
                                                                                                                                                                                        IFODisplayProfileFactory methodsFor: 'storing sequences' stamp: 'mar
ColcExter
                                                                                                                                                                                        storeUniqueRotations
       I c absoluteVHratio internalVHratio :
                                                                                                                                                                                               I stepCount frameCount wideRotationForms deceleratingUpOffsets horizontalForotateAndPushOffsets rotateAndPushForms pointsStream formsStream middLeRi
      C _ profile segmentWratio / profile segmentFillRatio.
absoluteWratio _ (2 * c + 1) / (c + 1).
internalWratio _ (profile height / profile Width) osFloat.
internalWratio > absoluteWratio
internalWratio > absoluteWratio
iffrue: [self colcHeightFromConstrainedWidth: c]
                                                                                                                                                                                               stepCount _ profile stepCount.
wideRotationForms _ forms atAll: (stepCount + 1 to: stepCount * 3 + 1 by: 2).
middleRight _ namedAnchors at: #middleRight.
                                                                                                                                                                                               anchorSequencePairs at: #wideRotateC put:
               ifFolse: [self calcWidthFromContraingdHeight: c]. ! !
                                                                                                                                                                                                      middleRight -> (FrameSequence points: [098] forms; wideRotationForms).
IFDDisplayProfileFactory mathodsfor: 'calculating extent' stamp: 'mir
calculating extent' stamp: 'mir
                                                                                                                                                                            1 1
                                                                                                                                                                                                                           stepCount + 1.
                                                                                                                                                                                              rotateAndPushOffsets _ Array new: frameCount.
rotateAndPushForms _ Array new: frameCount.
pointsStream _ WriteStream on: rotateAndPushOffsets.
      I width newHeight delto I
width _ profile width.
```

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formsStream _ WriteStream on: rotateAndPushForms.
                                                                                                                         0 to: scaledExtent v - 1 do:
    deceleratingUpOffsets _ doceleratingULR at; 3. horizontalForm _ forms at: stepCount * 2 + 1.
                                                                                                                             [:y | x _ (y * ratio) rounded + 1.
line from: 0 @ y to: x @ y.
g display: line].
     1 to: frameCount // 2 do:
                                                                                                                         Ag form shrinkBy: 4 smoothToDepth: 4.1 [
          [:index | pointsStream nextPut: 000.
     formsStream nextPut: (mideRotationForms at: Index)],
(frameCount even ifFalso: [1] ifTrue: [2]) to: frameCount by: 2 do:
[iindex | pointsStream nextPut: (deceleratingUpOffsets at: index).
                                                                                                                    IFOOisplayProfileFactory class methodsFor: 'building' stomp: 'm3r
                                                                                                                    buildOn: ramProfile
          formsStream rextPut: horizontalForm].
                                                                                                                         I factory t
                                                                                                                         (factory _ self new)
setDisplayProfile: ramProfile;
     anchorSequencePales at: #rotateAndPushC put:
         oriddleRight ->
                                                                                                                              colcExtent.
              (FrameSequence points: rotateAndPushOffsots forms: rotateAndPushFores
                                                                                                                         Aself profileAt: factory displayProfile ifAbsentPut: [factory build]
!FOOisplayProfileFactory methodsFor: 'storing sequences' stomp: 'mir
storeUniqueSpins
                                                                                                                    [FDSegmentAE reorganize!
('all' deactivate isDeactivated pasitionMove positionMove: setAnchorAndSequence
('area colculation' drawingArea)
     I stepCount spinForms form |
    stepCount _ profile stepCount.
spinForms _ (1 to: stepCount * 2 + 1 by: Z) collect:
         [:index | form = forms at: index.
form copy offset: (0 - (form extent // 2))].
    cnchorSequencePairs at: #spinG put:
   (namedAnchors at: #G) -> (FrameSequence points: {080} forms: spinForms).
                                                                                                                    !FDSegmentAE methodsFor: 'all' stamp: 'mar
                                                                                                                    deactivate
                                                                                                                         anchor _ sequence _ ntl.
     spinForms _ (stepCount + 1 to: StepCount * 3 + 1 by: 2) collect:
                                                                                                                         self
          [:index | form _ forms at: index.
form copy offset: (9 - (form extent // 2))].
                                                                                                                             setlocation: 000;
                                                                                                                             setBounds: (089 corner: 089).
    omchorSequencePalrs at: #diagonalSpinE put:
         (namedAnchors at: #E) ->
                                                                                                                    IFDSegmentAE wethodsfor: 'all' stamp: 'm3r
              (FrameSequence
                                                                                                                    isDeactivated
                  points: (linearOLUR at: 4) + (linearDLUR at: 3) forms: spinForms). (i
                                                                                                                         *positionMove - mil! |
                                                                                                                    !FDSequentAE acthodsFor: 'all' stame: 'e3r
IFDDisplayProfileFactory methodsFor: 'old' stamp: 'm3r
                                                                                                                    positionHove
colcCanonicalSegmentForm: scale
                                                                                                                         ApositionNovel |
    I left right bottom (
     left _ tiplength * scale.
                                                                                                                    IFDSegmentAE methodsFor: 'all' stomp; 'a3r
    right _ (segmentLength - tipLength) * scale.
bottom _ segmentWidth * scale - 1.
                                                                                                                    positionMove: aSymbol
                                                                                                                         positionNove_aSymbol.| i
    canonicalSegmentForm _ self calcSegmentForm: scale dopth; 4.
(GraphicsContext on: canonicalSegmentForm)
maskPattern: (Bitmap with: 16r31313131);
                                                                                                                    IFDSegmentAE methodsFor: 'all' stamp: 'm3r
setAncherAndSequenceFrom: displayProfile
                                                                                                                         I assoc index form I
         drowtineFrom: (left ê 0) to: (right ē 0);
maskPuttern: (Bitmap with: 16r13131313);
drowtineFrom; (left - 1 @ bottom) to: (right - 1 @ bottom).
                                                                                                                         displayProfile == ntl ifTrue: [Aself deactivate].
                                                                                                                        assoc _ displayProfile anchorSequencePairAt: positionMove.anchor _ assoc key.
                                                                                                                         sequence _ assoc value.
index _ self step.
                                                                                                                        form _ sequence formAt: index. self
[FDDisployProfileFactory methodsFor: 'old' stamp: 'm3r
calcSegmentForm: scole depth: depth
                                                                                                                              setlocation: anchor + (sequence positionAt: index);
                                                                                                                             setBounds: (form offset extent: form extent).
    IFDSegmentAE methods For: 'area calculation' stomp; 'm3r'
                                                                                                                    drawingArea
^self basicDrawingArea!!
                                                                                                                    IFoldingDigitAE reorganize!
                                                                                                                    ('accessing' colorWaps transition:)
('enumerating' activeSegmentsDo: dynamicSegmentsDo: statleSegmentsDo:)
('display profiling' depth depth:)
('handling change' aspectChanged boundsChanged colorChanged valueChangedFrom:)
('updating' assignSegments ensureDisployProfile updateStatleForm)
('area calculation' dramingArea)
    topRightTriangleForm _ self calcTriangleForm; segTiplength @ segMoiffildth.topLeftTriangleForm _ topRightTriangleForm flipBy: &horizontal.bottomRightTriangleForm _ topRightTriangleForm flipBy: &vertical.bottomRightTriangleForm flipBy: &vertical.
     rightTipBase _ segLength - segTipLongth.
                                                                                                                    ('private' assignDynamicSegments: assignStatieSegments; buildSegments initializ
('defaults' defaultDepth)
             _ 050 corner; seglength @ segWidth.
    (g _ GraphicsContext bounds: bounds depth: depth)
        rittelock;
display: topleftTriangleForm at: 000;
display: bottomleftTriangleForm at: 0 0 segHalfMidth;
display: topRightTriangleForm at: rightTipBase 0 0;
display: bottomRightTriangleForm at: rightTipBase 0 segHalfMidth.
                                                                                                                    IFoldingDigitAE methodsFor: 'accessing' stamp; 'm3r
                                                                                                                        AcolorHossi I
                                                                                                                   !FoldingDigitAE methodsFor: 'accessing' stamp: 'm3r
    ^g form magnify: bounds by: 0.5 smoothing: (depth ≈ 1 ifTrue: [1] ifFalsa: [2
                                                                                                                    transition: aTransition
                                                                                                                        transition _ dTransition.
(FDDisplayProfileFactory methodsFor: 'old' stamp: 'mBr
                                                                                                                        Agelf
calcSmothTriangleForm: extent
                                                                                                                             assignSegments;
    I g ratio line x scaledExtent I
                                                                                                                             aspectOranged!!
    scaladExtent _ extent * 4.
g _ GraphicsContext extent; scaledExtent depth: 1.
                                                                                                                    !FoldingDigitAE methodsFor: 'enumerating' stamp: 'm3r
    line _ Line new.
ratio _ scaledExtent x / scaledExtent y.
                                                                                                                   activeSegmentsDo: aOmeArg@lock
self subelementsDo:
```

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```
| IFoldingDigitAE mothodsFor: 'enumerating' stamp: 'effi
    namicSegmentsDo: alineArgRlock
sclf_subelementsDo:
         [Isegment | segment positionHove size > 1 iffalse: [^self].
         aOneArgBlock value: segment]. | |
 !FoldingDigitAE methodsFor: 'enumerating' stomp: 'm3r
staticSegmentsDo: @OneArgBlock
self subelementsReverseDo:
         [:segment | segment positionMove size > 1 iffolse; [^self]. qOneArgBlock value: segment].| |
 |FoldingDigitAE methodsFor: "display profiling" stamp: "m3r
                                                                                            · -- -
     I context depth I
     | Context depth |

**self propertyAt: #depth ifAbsent:

[(context _ self context) -- nil

iffrus: [self propertyAt: #depth put: self defaultDepth]

iffalse: [depth _ context findPropertyAt: #depth ifAbsent:

[^self defaultDepth].

depth min: self defaultDepth]]| |
 !FoldingDigitAE methodsFor: 'display profiling' stump: 'm3r
 dopth: newDepth
     newDepth > 4 ifTrug:
     [Self error: 'FoldingDigits only supports depths of 1,2,4 bits!!']. super depth: newDepth.| |
 IfoldingOtgitAE methodsFor: 'handling change' stomp: 'm3r
 aspectChanged
    self
         updateStaticForm;
         markvisibleAreaDirty.
 !FoldingDigitAE methodsfor: 'handling change' stamp: 'mar:
    statioGraphics _ GraphicsContext extent: self extent depth: self depth.
compositeGraphics _ mil "(Form extent: extent depth: digit graphics depth)",
     Asuper boundsChanned! |
!FoldingDigitAE methodsFor: 'handling change' stamp: 'mar
    colorHaps _ self class colorHapsFor; self color at: self depth.
      self aspectChanged!!
IFoldingDigitAE methodsFor: 'hondling change' stamp: 'm3r
valueChangedFrom: previousValue
self transition:
         ((self doAntamteValueChange: previousValue)
iffalse: [{self value}]
iffrue: [{transition last. self value}]).
    Afalse! !
iFoldingDigitAE methodsFor: 'updating' stomp: 'm3r
assignSegments
| actions |
     actions _ ReadStream on: (self class segmentActionsFor: transition).
    sel f
        assignStaticSegments: actions next;
assignDynamicSegments: actions.1 !
[FoldingDigitAE methodsFor: 'updating' stomp: 'mBr
ensureDisplayProfile
displayProfile _ FDDisplayProfile profilefor: self.
self activeSegmentsDo:
        [:segment | segment setAnchorAndSequenceFrom; displayProfile].
!FoldKingDigitAE methodsFor: 'updating' stamp: 'm3r
updateStaticForm
    staticGraphics == mil iffrue: [Aself].
    compositeGraphics _ mil.
staticGraphics fillTransparent.
    self staticSeamentsDo:
        [:segment | segment drawOn: staticGraphics]| |
!FoldingDigitAE methodsfor: 'dred colculation' stamp: 'b3r.
drawingArea
Aself basicDrawlagArea! |
!FoldingDigitAE methodsFor: 'private' stomp: 'm3r!
assignDynamicSegments; actionsStream
    self subelegentsto:
         [:element | octionsStream atEnd ifTrue: [Aself].
```

```
element
              positionMove: actionsStream next;
               sctAncharAndSequenceFrom: displayProfile]! !
 |FoldingDigitAE methodsFor: 'private' stamp: 'mar
assignStaticSegments: anArray
      | positions |
     positions _ ReadStream on: anArray.
salf subelementsReverseDo;
          [:element | positions atEnd
              iffrue: [element
                           positionMove: mil;
deactivate]
              iffalse: [element
                            positionNove: positions next;
satAnchorAndSequenceFrom: displayProfile]]!!
 | | IFoldingDigitAE methodsFor: 'private' stomp: 'm3r
 buildSegments
Aself Subelements:
          ((1 to: self class segmentNames size) collect: [:index | FDSegmentAE new]
 | IFoldingDigitAE methodsFor: 'private' stamp: 'm3r
 initialize
     super initialize.
     transition _ Array new: 1.
     self buildSeaments.!!
 |FoldingDigitAE methodsFor: 'defaults' stomp: 'm3r
 defaultDepth
     74L E
 !FoldingDigitAE class reorganize!
Caccessing' clearProfiles profileClass segmentActionsFor: segmentNames)
('reading in transitions' readInActionTypeFrom: readInActionTypesFrom: readInCo'
('class initialization' buildSomeToSomeTransitions buildTransitionsTable ensure
 | FoldingDigitAE class methodsFor: "accessing" stomp: 'm3r
     Aself profileClass clearProfiles)
(FoldingDigitAE class methodsFor: 'occessing' stamp: 'm3r
profileClass
     AFDDisplayProfile! |
 | FoldingDigitAE class methodsFor: 'accessing' stoop: 'm3r
     mentActionsFor: anArray
     I from to !
     from _ (from _ anArroy at: 1) — mil
iffrue: [11] iffalse: [from + 1].
    orarray size = 1 iffrus: [AfransitionsTable at: from].
to _ (to _ anArray at: 2) = nil
iffrue: [11] iffalse: [to + 1].
^TransitionsTable at: (fram * 11 + to)| |
 ifoldingDigitAE class methodsFor: 'occessing' stamp: 'm3r
     AHCA B CLIF Get C D EDI I
|FoldingDigitAE class methodsFor: 'reading in transitions' stamp: 'mBr. readInActionTypeFrom: stream
     ^(String streamContents:
         [:actionName | actionName nextPut: stream next.
[stream atEnd not and: [stream peek isLawercuse]] whileTrue:
         [actionHome nextPut: stream next]])

cuseOf: {['Ph'] -> ['pushFrom'].

['Ph'] -> ['moveFrom'].

['S'] -> ['stipFrom'].

['R'] -> ['rotateFrom']}!!
| IFoldingDigitAE class methodsFor: 'reading in transitions' stamp: 'm3r'
readInActionTypesFrom: InStream
Array streamContents:
         [:outStream | [inStream atEnd] whileFalse:
             [outStream nextPut: (self readInActionTypeFrom: inStream)]]| |
!FoldingDigitAE class muthodsFor: 'reading in transitions' stamp; 'm3r readInCellFram: stream
    Astroom upTo: Character tab.
```

| transitionIndex segmentActions staticSegments segmentData |

```
transitionIndex _ self readInTransitionKeyFrom: stream.
                                                                                                                  PHRS
PHRS
     segmentActions _ self readInSegmentsActionsFrom: stream.
     staticSegments _ self readInStaticSegmentsFrom: stream.
                                                                                                                             M
     segmentData _ segmentActions copyWithFirst; staticSegments.
TransitionsTable at: transitionIndex put; segmentData. | [
                                                                                                                                               ARDG
                                                                                                             R
                                                                                                                                               BG
 IFoldingDigitAE class methodsFor: 'reading in transitions' stomp; 'm3r
                                                                                                                                              ADG
ADE
 readInSegmentActionsFrom; streom
| segmentActions|
                                                                                                                                          5
                                                                                                                              ΡĹ
      (segmentActions _ self rendInCellFrom; stream) size = 0
                                                                                                                                               ARDEG
         iffrue: [#()]
                                                                                                                                               ABD)
          iffalse: [self readInActionTypesFrom: (ReadStream on: segmentActions)]!!
                                                                                                                                               ABCD
                                                                                                                                               BC
 IfoldingDigitAE class methodsFor: 'reading in translitions' stamp: 'mir
                                                                                                                                               ABDG
 readInSegmentsActionsFrom: stream
                                                                                                     3
                                                                                                                                               ARCDG
     | octionWords |
                                                                                                                                               8CG
      Array streamContents:
                                                                                                                                               ACDG
         [:outStroom | #(A B C D E F Gu GJ) do:
[:segmentName | actionNords _ self readInSegmentActionsFrom: stream.
                                                                                                                                               ACD
                                                                                                                                               ARC
             actionHords do:
                                                                                                                                               ABCDG
                 E:actionWord | outStream nextPut:
                                                                                                     3
                                                                                                                                               ABCDG
                     (actionWord , segmentName) asSymbol]]]| |
                                                                                                                                      Ph
                                                                                                                                          PhR BCF
                                                                                                                                         S
R
 !FoldingDigitAE class methodsFor: 'reading in transitions' stamp: 'm3r
                                                                                                     4
                                                                                                                                              BG
 readInStaticSegmentsFrom: stream
*(stream upTo: Character cr) withBlanksTrimmed asArroy collect:
                                                                                                                                               BCG
                                                                                                                                              BCFG
CFG
                                                                                                     444445
         Esegment | segment asSymbol]
                                                                                                                                              BC
 [FoldingDigitAE class methodsFor: 'reading in transitions' stomp; 'mir
 readInTransitionKeyFrom: stream
I from to I
                                                                                                                                              BCFG
                                                                                                                                              ACDF
     from _ self repdInCellFrom: stream
                                                                                                                                  n
                                                                                                     5
5
5
5
                                                                                                                                     R
    from _ from size = 0 iffrue: [11] iffalse: [from askumber + 1].
to _ self readincellfrom: stream.
to _ to size = 0 iffrue: [21] iffalse: [to askumber + 1].
Afrom = to iffrue: [to] iffalse: [from * 11 + to]! !
                                                                                                                                              AD6
                                                                                                                                              ACDG
                                                                                                     5
                                                                                                                                              ACDEC
                                                                                                     5555666666
                                                                                                                                              ACDFG
 || IFoldingDigitAE class methodsFor: 'reading in transitions' stamp: 'm3r.
                                                                                                                                 S
 readInTransitionsData
                                                                                                                                              ACDEG
     l stream l
                                                                                                                                              ACDEC
    ACDEF
                                                                                                                             Pl FL
S
                                                                                                                                     .R
                                                                                                                                              ADE
                                                                                                                                               ACD
                                                                                                                                              CFG
 !FoldingDigitAE class methodsFor: 'reading in transitions' stomp: 'm3r
                                                                                                                                              ACDEG
                                                                                                                                              ACDEFG
                                                                                                    6 6 6 7 7 7 7
        A B C D E F Gu Sd Static
                                                                                                                             Pl
                                 PhRS PhRS
                                                                                                                                              ACDEFG
                                                                                                                                              ACDF
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! index sequences statics !
#(2 3 4 5 6 8 9) do:
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[:number | index _ number + 1.
                           sequencus _ TransitionsToble at; index.
statics _ (sequences at: 1) capyWithout: #G.
TransitionsTable at: (12 * index) put: {statics. #spinG}].
               sequences _ Transitions Table at: \theta+1.
Transitions Table at: 12~000° put: (sequences copy with: #diagonal Spint).
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               TransitionsTable at: 24 "181" put; (sequences copyWith: #wideRotateC).
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               self
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FDDLsplayProfileFactory removeSelector: #satCSegment|
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